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ABSTRACT

Suitable for use in a high school social studies course, this class game simulates the political interaction and general unrest in the nine-month period following the death of Tsar Nicholas II in Russia in 1917. Eight class groups take the roles of the leaders of the following political factions: the bourgeoisie, nobility, Socialist revolutionaries, Mensheviks, moderate Bolsheviks, radical Bolsheviks, the army, and the navy. Each group begins with a number of power points, ranging from 200 for the bourgeoisie to 20 for the navy. In each of 9 rounds of play, representing the 9 months of action, 8 operations are performed as follows: election of ministers, organization of government, confidence vote, determination of number of dissidents, reform legislation, reductions of Mensheviks and Socialist Revolutionaries, riots of workers and peasants, and influence of other dissidents. Each of these operations is described in detail and the point award system for determining winning groups is explained. (LP)

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Simulation 7:3 1975

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BOLSHEVIK REVOLUTION

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BOLSHEVIK REVOLUTION

This model simulates Russia during the year 1917 beginning just after the death of Tsar Nicholas II in March. The model simulates the political interaction and the general unrest that followed. The model is designed to cover nine months.

The players operating the model participate as leaders of the various political factions. Decisions are made regarding organization of the government, enactment of reforms and influence of dissident Proletariate groups. The resultant direction of the revolution should be determined by the final month of model operation, December 1917.

This model is not so much a contest to see who will win but a review of a dynamic period of Russian history, with the students participating in a way not possible through lectures and reading.

The roles are the Bourgeoise whose interests are in retaining their power and control of the economy. Their interests reach into every corner of the country. The Nobles are the principle land owners in the country, their wealth and power depend on their retention of the land and control over the lives of the peasants. They also form the bulk of the officer

corps. The Socialist Revolutionaries are the largest Socialist group in Russia advocating all forms of social change, its members were drawn from the intelligensia and thus had limited support from the lower classes. As reforms are made their motivation for being involved in the government weakens, however failure to act also erodes what little popular support they possess. The Mensheviks form the basic party of the workingman in the cities. Anything that helps the factory workers helps them. The Bolsheviks are the true radicals and want to disrupt Russian life enough to gain control in their own name. The military represents the spoilers in the model working to either delay or hasten social change.

Though not essential, any student, with a knowledge of the historical events, will have an easier time getting into their assigned role.

INITIAL SETUP

There are eight groups that need to be played to make the model operate correctly. They can be played by multiple players or multiple sections of the model can be run. Each of these groups has an initial Power Point value. The eight groups are:

Group	Starting Power Points, April 1917
Bourgeoise	200
Nobility	160
Socialist Revolutionaries	90
Mensheviks	40
Moderate Bolsheviks	10
Radical Bolsheviks	18
Army	25
Navy	20

OPERATION OF MODEL

Each month the following operations are performed:

1. Election of Ministers
2. Government organization
3. Confidence vote
4. Number of dissident workers and peasants determined
5. Reform legislation
6. Reductions of Mensheviks and Socialist Revolutionaries
7. Riots of workers and/or peasants
8. Influence of dissidents not rioting

STEP ONE: ELECTION OF MINISTERS

The government ministers represent the largest of the power groups in the government up to total of ten. For each fifty Power Points one minister is awarded. One ministry is then awarded to the group with the largest remainder of points and so forth until every group is represented or there are ten miniters. In April, the Bourgeoise (200 points) gets four, the Nobility (160 points) gets three, the Socialist Revolutionaries (90 poin s) get two and the Mensheviks (40 points) get one.

STEP TWO: GOVERNMENT ORGANIZATION

The power group holding the most ministries provides a candidate for Premier. In April the Bourgeoise provides the Premier. If more than one group holds the highest number of ministries, the leader of both groups are candidates. Mininters then vote for Premier, one vote for each ministerial position held.

Premiers have the following powers:

They are the only ones allowed to propose reform legislation

They have one additional vote for all voting

STEP THREE: CONFIDENCE VOTE

A vote is now taken by the ministers to express their confidence in the Premier. Each ministry gets one vote and if a majority of them vote "No Confidence" then the power group which put up the Premier loses ten Power Points. Otherwise the power group gains five Power Points.

STEP FOUR: DETERMINATION OF NUMBER OF DISSIDENTS

The instructor should now consult the monthly dissident chart to determine how many workers are prepared to strike and how many peasants are ready to riot. In April, there are forty of each and there will be no riot. Riots will occur every other month unless the riot or strike results in a Critical Riot then a riot will automatically occur in the following month.

The chart numbers are reduced if legislation has been passed. Land and Factory Reform pacify 50% of their respective groups and Economic and End the War legislation will pacify 25% of each group. Thus if all four reforms have been passed then there will be no potential rioters or dissidents.

STEP FIVE: REFORM LEGISLATION

The Premier may now present one piece of Reform Legislation. The possible pieces are Land Reform, Factory Reform, Economic Reform and End the War. For any of these bills to pass a two/thirds "Yes" vote is needed. In April, eight votes are needed.

The passage of bills result in Power Point adjustments. The adjustments vary depending upon which bill is passed and on whether or not the Premier is a Bolshevik (see the REFORM POWER POINT ADJUSTMENT CHARTs).

There is also an adjustment to the number of workers and peasants calculated in STEP FOUR Land Reform pacifies 50% of the peasants, Factory Reform pacifies 50% of the workers and each of the other two pacifies 25% of both groups.

REFORM POWER POINT ADJUSTMENT CHART FOR A NON-BOLSHEVIK PREMIER

Group	Land	Factory	Economic	War
Bourgeoise	-20	-80	-40	-10
Nobility	-60	-10	-10	-20
Soc. Rev.	-10	-10	-10	-20
Mensheviks	----	+10	+5	+5
M. Bolsheviks	-5	-5	-2	-8
R. Bolsheviks	-3	-6	-5	-7
Army	-5	-5	-5	-5
Navy	-4	-4	-4	-8

REFORM POWER POINT ADJUSTMENT CHART FOR A BOLSHEVIK PREMIER

Group	Land	Factory	Economic	War
Bourgeoise	-20	-80	-60	-40
Nobility	-60	-20	-20	-40
Soc. Rev.	-20	-20	-20	-30
Mensheviks	-5	-5	-5	-5
M. Bolsheviks	+5	+5	+5	+5
R. Bolsheviks	+7	+7	+7	+10
Army	-5	-5	-5	-10
Navy	-4	-4	-4	-8

Any Reform passed in the face of any impending riot doubles the Power Point Adjustment. Power Point totals may never be less than 1 for any played group. This limit applies regardless of the source of the reduction: Confidence Vote (THREE); Reform Legislation (FIVE); Reductions (SIX) or Riots (SEVEN).

STEP SIX: REDUCTIONS

Special reductions are taken from the two main reform groups in Russia if reforms are not past. These reductions represent their loss of prestige due to their failure to carry through on their promises.

The Socialist Revolutionaries having promised across the board reforms lose 3 points each month for each reform not passed. If no reforms have been passed twelve points will be lost.

Mensheviks having only promised to reform the factories only lose points if the Factories are not reformed, five points are lost for each month that Factory reform is not passed. For every full 5 points lost by the Socialist Revolutionaries and Mensheviks 1 point is added to each Bolshevik group.

STEP SEVEN: RIOTS

In May, the workers and peasants will demonstrate their lack of faith in the government by rioting. Thereafter they will riot every other month unless a Critical Riot occurs, if it does then a riot will occur in the subsequent month, in addition to the normal rioting.

Workers will rise against the Bourgeoise and the Peasants will riot against the Nobility. The Army and Navy may either support the rioters or the establishment. The intensity of the riot is now

determined. The Bourgeoise gets it's Power Points and any Power Points of the military (if they are supporting them). The Workers get their value, from STEP FOUR (plus the military, if appropriate). The power of the Nobility and the Peasants are computed in similar manner. The Army and Navy may only use their Power Points once per month, though they may divide up their points between different groups.

If the Power Point total of the establishment outvalues that of the rioters by 80 or more then the riot is a Mild one. If they are not outvalued by the rioters then the riot was a Violent one. If the rioters outvalue the establishment group by up to 59 then a Severe Riot occured. If the rioters have between 60 and 79 more points then the riot was Critical. If the rioters outvalue the establishment by 80 or more points then a Revolt occurs. In all riots some Power Point adjustments may occur.

RIOT POWER POINT ADJUSTMENT CHART

Severity of Riot	Bourg/Nobles	Military Support B/N	Rioters
Mild (80 plus)	---	---	-2
Violent (0 to +79)	-20	-2	-1
Severe (-1 to -59)	-30	-4	+1
Critical (-60 to -79)	-50	-6	+2
Revolt (-80 plus)	-100	-10	+5

If a Revolt occurs the Establishment Group (Bourgeoise or Nobility) affected will lose all rights to participate in the government in the month following.

STEP EIGHT: INFLUENCE OF DISSIDENTS

In those months when rioting does not occur the workers and peasants are available to be influenced. Dissident workers and peasants are assigned to dissenting factions. The number of dissidents will be reduced if a Reform is passed that turn as well as for any passed in previous months. These dissenting factions are: Pro Land Reform (50% of Peasants), Pro Factory Reform (50% of Workers), Pro Economic Reform (25% of both) and Pro End the War (25% of both).

The four revolutionary groups (the Socialist Revolutionaries, the Mensheviks, the Moderate Bolsheviks and the Radical Bolsheviks), simultaneously assign their current Power Points to influence one or more of the dissenting factions pushing for specific reforms. A revolutionary group wins 10 percent (either Bolshevik group gets 50%) of the dissident points if it assigns more Power Points than the other groups. If equal points are assigned then a coin should be tossed to determine a sole winner.

If they so desire the Radical Bolsheviks may ally themselves with the Moderate Bolsheviks allowing them to use their combined strengths to influence the dissidents. Any points gained are divided between the two groups at the discretion of the leader of the Moderate Bolsheviks.

Example: In April there are 40 dissident workers, of which 20 are interested in Pro Factory Reform. If the Soc. Rev. assign 25 points, the Mensheviks assign 5 and the combined Bolsheviks assign 28 points then the two Bolshevik groups share ten (10) points. If the Soc. Rev. had assigned 30 Power Points then they would have gained two (2) points.

CHART OF DISSIDENT WORKERS AND PEASANTS

	Group	
Month	Workers	Peasants
April	40	40
May	180	40
June	60	80
July	240	120
August	80	80
September	230	250
October	120	150
November	300	220
December	80	100

The number of dissidents can be reduced from these totals by the passage of legislation.